Shinigami

Level	Proficiency Bonus	Features	Reiryoku Points
1st	+2	Zankensoki Technique Feature, Reiryoku, Sealed Zanpakutō	4
2nd	+2	Reaper Gi	6
3rd	+2	Basic Training	14
4th	+2	Ability Score Improvement	17
5th	+3	Extra Attack	27
6th	+3	Zankensoki Technique Feature	32
7th	+3	The First Release: Shikai	38
8th	+3	Ability Score Improvement	44
9th	+4	Jinzen, Inner Power	57
10th	+4	Reiatsu Push	64
11th	+4	Stable Footing	73
12th	+4	Ability Score Improvement	73
13th	+5	Two Minds Are Better Then One	83
14th	+5	Zankensoki Technique Feature	83
15th	+5	Reiatsu Release	94
16th	+5	Ability Score Improvement	94
17th	+6	The Final Release: Bankai	107
18th	+6	Zankensoki Technique Feature	114
19th	+6	Ability Score Improvement	123
20th	+6	Captain's Bankai	133

Class Features

As a shinigami, you gain the following class features

Hit Points

Hit Dice: 1d10 per shinigami level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per shinigami level after 1st

Proficiencies

Armor: Light armor, medium armor
Weapons: Simple weapons, martial weapons
Tools: One type of artisan's tools

Saving Throws: Strength, Constitution
Skills: Choose two Athletics, Religion, Insight, Perception, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Choose a weapon for your Zanpakutō (see the Sealed Zanpakutō feature)
- One artisan's tools that you are proficient with
- *(a)* dungeoneer's pack or *(b)* an explorer's pack

Zankensoki Technique

This refers to the basic fighting techniques of all shinigami. All shinigami know some basics of each of these techniques, just some of them focus more on one of them. Choose one of the following techniques that you focused your training on the most: Zanjutsu, Hakuda, Hohō, Kidō. Each of these techniques are detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level and again at 6th, 14h, and 18th level.

Reiryoku

At 1st level, you are able to channel the power of your spirit to manipulate your surroundings. This energy is represented by a number of reiryoku points. Your shinigami level determines the number of points you have, as shown in the Reiryoku column of the Shinigami table.

You can spend these points to fuel various features. You regain all expended reiryoku points when you finish a long rest.

Sealed Zanpakutō

At 1st level, your reiryoku is strong enough that it has formed a weapon, this weapon is specialy made for you. You can choose one type of weapon from the list below, the name of this weapon becomes Zanpakutō. Additionally, your attacks with your Zanpakutō count as magical for the purpose of overcoming resstance and immunity to nonmagical attacks and damage.

Weapon Choices

Name	Damage	Weight	Properties
Dagger	1d4 peircing	1 lb.	Finesse, light, thrown (range 20/60)
Scimitar	1d6 slashing	3 lb.	Finesse, light
Longsword	1d8 slashing	3 lb.	Versitle (1d10)
Greatsword	2d6 slashing	6 lb.	Heavy, two-handed

Though it is rare, some shinigami have been known to have their Zanpakutō be represented as two weapons in it's sealed state and/or in it's Shikai.

Reaper Gi

At 2nd level, your reiryoku has begun to manifest in the form of a gi. While unarmored, your AC equals 10 + your Constitution modifier + your Wisdom modifier.

Basic Training

At 3rd level, your training has improved your reflexes allowing you to move and act quicker. You can spend 1 reiryoku point to take the Dodge or Disengage actions as a bonus action. Additionally, you can spend a number of reiryoku points equal to your Wisdom modifier (minimum of 1) + your shinigami level to gain advantage on a Dexterity saving throws against effects that you can see, such as traps and spells. This can only be used once per short or long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can now attack twice, instead of once, whenever you take the Attack action on your turn.

The First Release: Shikai

At 7th level, you have trained and worked hard enough to be able to hear the spirit that resides within your Zanpakutō. This spirit is the embodiment of your personality, expect that they are their own spirit and as such they do have their own names. When you first hear from your Zanpakutō, it tells you it's name and its release command. Remembering these are essential for being able to unlock your Shikai and to have access to it. When you say your Zanpakutō's name and release command, you must say them in order which is release command then name. While in your Shikai, you can use a 4th-level spell that you must choose upon reaching 7th level before you go into shikai. You can only use this spell once and when you do it ends your shikai state as it drain your energy to cast.

As a bonus action, you can state your Zanpakutō's release command and it's name. For 1 minute, your Zanpakutō takes on a new form and you can use the spell you chose ealier. While in shikai, your weapon attacks also deal a bonus amount of damage equal to your Wisdom modifier. You can use the shikai feature twice per short rest. This effect ends early only if you choose to end it or if you are knocked unconscious.

Jinzen

At 9th level, you've learned to focus your reiryoku to transfer yourself into the innerworld of your Zanpakutō. The inner world is a reflection of both your zanpakutos soul and your own. This world is where your Zanpakutō lives and by entering it, you and it can commjunicate or even get into fights where you use your Zanpakutō to fight against the one who knows it best, itself.

During an hour long meditation, you can place your Zanpakutō over your lap and bring your spirit into the zanpakuto causing you to recover a number of hit points equal to 1D10 + your Shinigami level. While in this medatative state, you are so deeply entranced that even sustained injuries are ignored. Any form of injury you recieve while in your Zanpakutō's inner world are reflected in the real world. For example, taking damage inside of the zanpakuto causes you to take an equal amount within the real world. Most of the time you enter however, your zanpakuto will not harm you. It only does when it is trying to teach you an important lesson and even then, some won't based off of its personality.

Inner Power

Also starting at 9th level, you may call upon your own power allowing you to hit harder on an attack. As a bonus action, your energy bolsters your attack power adding 1d8 force damage to the next weapon attack you make. If you deal no damage with a weapon attack within 1 minute, the effect fades away.

Reiatsu Push

At 10th level, you may use an action to spend 4 reiryoku points to release some of your reaitsu to affect those near you. Every creature within 30 feet of you must roll a strength saving throw against your shinigami spell save DC.

If a creature fails its saving throw, it is pushed away from you until they are at the edge of the 30 feet reach of this ability. Upon entering the area it is considered to be difficult terrain for 1 minute. Flying creatures that fail their save are pushed 10 feet towards the ground. You have advantage on intimidation checks that target a creature under this effect.

You may only use this feature once per long rest.

Stable Footing

At 11th level, you have now learned how to use your reiryoku to hold yourself up in the air. As a bonus action, you can spend 3 reiryoku points to gain a fly speed of 30 feet for 1 minute.

If you are in the air when the effect ends, or if you are knocked unconscious, you fall to the ground and suffer damage from it as described in the Player's Handbook.

Two Minds Are Better Then One

At 13th level, your bond with your Zanpakutō's spirit has improved to the point of friends. As a bonus action, you can spend 5 reiryoku points to end one effect on yourself that is effecting your mind. You must be wielding your Zanpakutō to resolve this feature.

You become immune to an effect that was ended by this feature, for 24 hours.

Reiatsu Release

At 15th level, you learn to impose the extent of your reiryoku on to others, improving your Reiatsu Push to this feature. As an action, you can spend 10 reiryoku points to release the full extent of your reiatsu on those around you. All creatures within 30 feet of you, must make a Wisdom saving throw against your shinigami spell save DC. You may choose to exclude a number of creatures equal to your Wisdom modifier from having to roll a saving throw.

If a creature fails its saving throw, it takes 10D8 force damage, is knocked prone and considers the area difficult terrain for 1 minute. Flying creatures that fail the saving throw are pushed 20 feet towards the ground. You have advantage on Intimidation checks that target a creature under this effect.

On a successful save, the creature only takes half as much damage and is only pushed 5 feet away from you. A flying creature that succeeds its save is only pushed 5 feet to the ground.

You can use this feature once per long rest. You can use this feature twice per long rest, when you reach 18th level.

The Final Release: Bankai

At 17th level, you and your Zanpakutō have become more in tune with each other. Allowing you to access it's true and final form, the Bankai. A Bankai is like a Shikai, but it is much more powerful. When you gain this feature, your Zanpakutō tells you the name of its Bankai. A Bankai name is your Zanpakutō's full name, it is the continuance of it's Shikai name. The spell you could use in your Shikai is now able to be used one time at 7th level. Using this spell does not end the Bankai state. You cannot cast the spell at the previous level as you did in Shikai.

While in Shikai, you can use an action to state the name of your Zanpakutō's Bankai out loud. Your Zanpakutō changes shape into a new appearance (your choice of how it looks) representing your Zanpakutō spirit and deals an additional amount of damage equal to 1d10 of a damage type chosen when you reached 17th level (fire, ice, acid, lightning). Additionally, you gain the same benefits of being in your Shiaki state (except the spell because of its empowered version).

Using this feature, finishes off the amount of time you have left in your Shikai. Once you use this feature, you must finish a long rest before you can use it again.

Captain's Bankai

At 20th level, when you enter Bankai you regain 2 reiryoku points and 1 reiryoku point each turn after that.

Additionally, you can spend 10 reiryoku points to regain the use of your Bankai after you have already used it.

Zankensoki Techniques

Zankensoki are basic fighting techniques that all shinigami know but some focus their training on improving one over the rest. Zan refers to sword fighting techniques. Ken refers to unarmed fighting techniques. So refers to moving techniques. Ki refers to Kidō. Depending on the technique you choose to master you will gain new ways of using your reiryoku points.

Zanjutsu

Shinigami who follow this path, learn of new ways to fight with their Zanpakutō.

The First Steps

Starting when you choose this technique at 1st level, you training has improved the way you can use your Zanpakutō. When you take the Attack action on your turn, you can forgo one of your attacks to use one of the following moves instead:

- **Hōzuri.** You can spend 3 reiryoku points to "lightly graze" a target within 10 feet of you. You dash past every other creature with incredible speeds. Any attacks of oppertunity made against you during this dash are done with disadvantage. They make a Constitution saving throw when you reach them. On a fail, the creature takes 1d10 + your strength modifier.in force damage.
- **Shitonegaeshi.** You can spend 2 reiryoku points to cause an enemy within 5 feet of you to succeed on a Dexterity saving throw or be knocked prone and incapacitated until the start of your next turn. The DC for this is 8 + your proficiency bonus + your Wisdom modifier.

Zanjutsu Adept

Kendo

At 14th level, you have gathered enough experience in combat to know that fighting with two-hands on your Zanpakutō is sometimes better. When wielding an one-handed weapon, it gains an extra damage die but only when you are wielding it with both hands. On your turn, when you use any of your abilities that cost reiryoku points as an action, you may make an attack with your zanpakuto a bonus action.

Ryōdan

At 18th level, you learn to channel more of your reiryoku into your Zanpakutō for an attack. As an action, you can spend any amount of your remaning reiryoku pounts to swing your Zanpakutō down causing all creatures within 30 feet of you to make a Dexterity saving throw against your shinigami spell save DC. On a fail, the creatures take xd10 slashing damage and half as much on a success. where x = 1d10 for every 8 rierkuyo points expended

If this attack reduces a creature to 0 hit points, it is instantly cut down the middle and killed. You can use this feature once per long rest.

Hakuda

An unarmed fighting technique that makes use of one's own body in a fight.

Unarmed Fighting

Starting when you choose this technique at 1st level, you begin to notice that you can put more force into your unarmed strikes using your reiryoku. Your unarmed attacks deal 1d4 + your Strength modifier bludgeoning damage.

The damage for your unarmed attacks become 1d6 at 6th level and 1d8 at 14th level.

A Step Higher

At 6th level, through your training in Hakuda you have learned to empower your strikes with even more of your reiryoku. Your unarmed attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, you can use an action to make one of the following attacks:

- **Tsukiyubi.** You can spend 3 reiryoku points to place your fist in front of the target. You then extend your index and middle fingers of the hand in unison sending a force of reiatsu towards your target. The target must succeed on a Constitutton saving throw against your shinigami spell save DC. On a failed save, the target takes 3d6 bludgeoning damage and it is pushed 20 feet away from you. The target takes an additional 2d8 bludgeoning damage if they make contact with an object, they also stunned until their next turn.
- **Taketonbo.** You can spend 2 reiryoku points to simply but effectively flip a target within 5 feet of you, which violently flips the target upside down. The target lands heavily on their back, which knocks the wind out of them. This knocks the target prone and stuns the target until the start of your next turn.

Hakuda Swiftness

At 14th level, you have learned to gather your reiryoku in your limbs better then before. When you make a Dexterity saving throw to half the damage (like a the *Fireball* spell or a dragon's breath weapon), you take no damage on a success and half as much on a failed save.

Shunkō

At 18th level, you have learned to channel your reiryoku enough to make it form a shell of pure reiatsu. Shunkō has two main forms: Wind and Lightning. Which can be identified by the way they effect the area around the user. The user must wear a special form of clothing that doesn't cover the user's back or shoulders cause if they don't the clothing in those areas will be torn to shreds by the pressure that the users reiatsu shell exerts. Choose one of the following Shunkō types that fits your style of fighting the best:

Wind Shunkō

Shunkō users that practice the way of wind, learn that not every strike needs to deal massive damage as long as it hits your opponent. While using Wind Shunkō, you gain the following effects:

- Your unarmed attacks deal 2d8 + your Strength modifier bludgeoning damage.
- You gain a +3 bonus to your AC.
- You gain an extra 15 feet to your base walking speed.

Lightning Shunkō

Shunkō users that practice the way of lightning, learn to strike hard and make sure your opponent feels it in the morning. While using Lightning Shunkō, you gain the following effects:

- Your unarmed attacks deal 2d8 + your Strength modifier lightning damage instead of the normal bludgeoning damage.
- Lightning begins to shoot out of you in all directions. When a creature first enters an area within 10 feet of you or starts its turn there, they must make a Dexterity saving throw or be stuck with lightning dealing 2d10 lightning damage.
- You can use the dash action as a bonus action.

The effects of this feature lasts for 1 minute. Once you use this feature, you cannot use it again until you finish a long rest.

Hohō

The name for all high-speed fighting movements based on the art of Shunpo.

Shunpo Adept
Starting when you choose this technique at 1st level, your foot work has begun to allow you to move quicker then most. You movement speed increases by 5 feet.

This movement speed increase becomes 10 at 14th level and 15 at 18th level.

Utsusemi
At 6th level, you have learned to move with great speed to avoid an attack, leaving an afterimage which can appear to have taken damage. As a reaction to being attacked, you can spend 3 reiryoku points in an attempt to vanish and reappear behind the attacker. You make a dexterity saving throw with a DC equal to 8 + the attackers proficiency bonus + their strength mod or their dexterity modifier (their choice). On a success, you vanish and reappear behind the attacker. Doing so leaves an exact copy of you behind that takes the damage for you. This copy disappears after the attack goes through.

Once you use this feature, you can't use it again until you finish a long rest.

Speed Clone
At 14th level, you have used your Utsusemi long enough that you can now create a couple clones that are identical to you using Shunpo. As a bonus action, you can create 3 clones of yourself that copy your exact movements for 1 minute. Each time a creature Targets you with an Attack during the duration, roll a d20 to determine whether the Attack instead Targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an Attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects.

A creature is unaffected by this if it can't see, if it relies on Senses other than sight, such as Blindsight, or if it can perceive illusions as false, as with Truesight.

Senka
At 18th level, you can now move faster than a blink of an eye. You have learned to channel your reiryoku to allow you to move behind a target and quickly immobilize them.

As an action, you can spend 20 reiryoku points to instantly move behind a target within 20 feet of you that you can see and make two attacks on the target. If both attacks succeed, then the target takes the normal damage of your weapon and they fall unconscious for 1 minute.

Once you use this feature, you cannot use it again until you finish a long rest.

Kidō
Kido users manipulate their Reiryoku to allow them to cast basic or even advanced spells that require a stronger spiritual power(known as Hadō and Bakudō.)

Kido Spellcasting

Shinigami Level	Spells Known	Max Spell Level	Point Cost For Spell Level
1st	2	1st	2 points
3rd	4	2nd	3 points
5th	6	3rd	5 points
7th	8	4th	6 points
9th	10	5th	7 points

Spellcasting
Starting when you choose this technique at 1st level, you gain the ability to cast spells using your Reiryoku points. The spells you cast cost a number of Reiryoku Points depending upon the level of the spell casted (as shown by the table above). You can cast two spells from the druid spell list. You regain all expended points at the end of a long rest as per usual.

Spellcasting ability. Wisdom is your spellcasting ability for your Kido. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Kido spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Expose Vulnerability
At 6th level, you learn how to cripple a creature's resistance to your Kidō. When you hit a creature with your Zanpakuto, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Look Over There
At 14th level, you have gained mastery over the art of Kidō and fighting with your Zanpakuto. When you cast a Kidō spell, you can make a weapon attack as a bonus action against a creature within your weapons basic attack range.

Forbidden Kidō
When you reach 18th level, you gain knowledge of a powerful Kidō spell that was banished long ago. You learn a spell of 9th-level or lower, from any class. The spell counts as a Kidō spell for you, and you use Wisdom as its spellcasting ability. You can spend 9 reiryoku points to cast this spell as an 9th-level spell once per long rest.

Credits
- Created by *Bardic Gaming*
- Created using *The Hombrewery*
- Version 1.2 (Will be updated after some play testing)
- You can find more of our stuff here